

# Supplement to Codex Orks (Special Rules)

Version 2

## Preliminaries

The following rules are intended to supplement the Games Workshop Ork Codex when fielding this army in games of '30k'. It functions equally well for '40k' games, omitting units which are marked with an asterisk (\*). The rules flow so that orks behave in a more intuitive way on the tabletop and are derived from a combination of lore, old rules and experience, having been play tested extensively against '30k' armies.

This supplement is the Special Rules part of the codex; to be followed by an Ork Clan supplement and a Revised Unit Entries supplement. Taken as a whole these will complete the whole Codex.

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## Army Special Rules

The rules in this supplement supersede the following special rules in Codex Orks. If using this supplement then disregard the entries below:

- *Warboss's Waaagh! special rule.*
- *The 'mob table' for leadership rolls.*

The core changes are that orks gain feel no pain saves and other benefits which stack in larger groups (A+B). Ork unit types can merge in certain situations to include 'specialists' (C). Gretchin may be attached to units and perform versatile 'meat shield' tasks (C+D). Ork leadership functions differently (E). There are some war-gear and unit price amendments (F).

### A) Ork Stature

*Orks have a high pain threshold, coupled with a physiology that accepts crude surgery, amputations and trauma. As orks get larger and stronger these traits increase within them.*

All orks have a feel no pain save in addition to their armour. The save correlates with their stature.

<u>Stature</u>	<u>FNP save</u>
Boy	6+
Nob	5+
Warboss	4+
Warlord*	3+

### B) Mob Dynamics

*As orks group together they become more belligerently reassured of their own survival and might. Their hormones and spores respond to the others in kind so that as their numbers grow they suffuse each other with*

greater resilience and malice. The biological and the psychological mingle in unknown ways within the orkoid, however the results are measurable.

1. Group sizes
2. Mobbing up

### B1 Group Sizes

We can classify groupings of orks according to the number of ork wounds in a unit. Note that a nob stat-line would count as two ork wounds and warbosses as three e.t.c. while gretchin do not count.

<u>Group Size</u>	<u>Size</u>	<u>Benefits</u>
Squad	0-15	-
Mob	16-30	<i>Fearless.</i>
Big Mob*	31-60	<i>Fearless, +1 to feel no pain saves.</i>
Tide*	61+	<i>Fearless, +1 to feel no pain saves, hammer of wrath, ignores difficult terrain.</i>

- Note when an ork squad changes group sizes the effects alter at the end of that phase.

### B2 Mobbing Up - Fleeing

*Orks retreat until they regain safety in numbers.*

When an ork unit is forced to flee they do so directly towards their table edge as usual. If they reach unit coherency with another ork unit that is not engaged in combat and is not fleeing then they immediately attempt to 'mob up' with this other unit. The fleeing unit suffers D6 hits at the majority strength of the unit it is joining, with no AP value. These wounds are taken from the front of the fleeing unit and may deny the 'mob up' success by putting the fleeing unit out of coherency. After the wounds if they are still in coherency then they then become part of the target unit from that moment onwards. They lose their previous force organisation chart designation and become that of the target unit. The new enhanced unit cannot move further in the movement phase, but can act normally in following phases including running and charging if able.

- Note if an ork squad is caught in a sweeping advance it is destroyed before it has the opportunity to 'mob-up'.

### B3 Mobbing Up - Combat

*Once orks reach 'da scrap' they become oblivious to nearly everything else other than the number of orks around them.*

When two or more ork units are in combat with the same enemy they will automatically attempt to 'mob-up' if models from both units reach coherency with each other. The smaller ork unit will suffer the normal 'mob-up' penalty of D6 hits at the majority strength of the unit they are joining; ork infighting can be inopportune.

An ork squad can charge into the back of another ork unit to join a combat. Measure to the engaged ork unit to see if the charge is successful. The charging unit gains the *hammer of wrath* special rule that will hit friends and foe alike in base to base contact. Their charge counts as disordered. They automatically attempt to 'mob-up' during this charge with the engaged squad but as normal suffer D6 hits at the majority strength of the ork unit they are joining.

- Note that for all the rules above Gretchin do not count as models for mobbing up purposes.
- Note that *bosspole* war-gear interacts with the wounds suffered in mobbing up.
- Note that ork mobs may not attempt to mob up other than when they are falling back or in the combat conditions outlined above.

### C) Unregimented battle-order

*While ork society includes specialists their deployment is rarely orchestrated. Instead individual orks find themselves grouped by chance encounters and belligerent leaders while following the whims of their testosterone and clan. It takes persistent and far reaching leadership to discipline ork specialists into sub-teams who operate with teamwork.*

Ork 'specialists' such as tankbustaz and burna boyz can be purchased as upgrades in some units. 'Specialists' operate differently depending on whether they are purchased as a unit upgrade or are a dedicated unit in their own right. A summary is below.

<u>Type</u>	<u>In dedicated unit</u>	<u>As a 'specialist' upgrade</u>
Tankbusta	-	Loose <i>Tankhunter</i>
Loota	May purchase Gitfindas (3pts)	-
Nob	-	Each considered to be a character.
Meganob	-	Each considered to be a character.
Burna Boy	Gain <i>Flamey Pillar</i> *	-

*\*Flamey Pillar* In the shooting phase a unit of burna boys may halve the number of templates they fire to give those remaining the *torrent* special rule. Round up when presented with an odd number of shots.

- Note that 'specialists' purchased as a unit upgrade gain the wargear that is the norm for their parent unit in addition to their specialist items. E.G. this means that a burna boy purchased for a squad of boys upgraded with shootas will keep the shoota and has the choice to fire with either the burna or the shoota.

### D) Underling Society

*The diminutive species of gretchin are bullied into making their masters lives easier at the cost of their own lives.*

Gretchin can be purchased within some units subject to conditions. They must be deployed at the front of the unit in front of the ork models, while slavers are placed among the ork ranks.

Ork groups that have gretchin attached may use them in the following ways:

1. Trampled Underfoot (movement benefits)
2. Meat Shield (shooting benefits)
3. Overwhelming (assault benefits)

Gretchin may be purchased as a dedicated unit; they gain the *Infiltrate* and *Stealth* rule.

### D1 Trampled Underfoot (movement benefits)

An ork unit with gretchin attached may ignore difficult terrain. Each time this ability is used remove the specified number of gretchin. Likewise each time an ork unit with gretchin attached runs remove the same specified amount of gretchin.

D3 gretchin for a Squad.

D6 gretchin for a Mob.

2D6 gretchin for a Big Mob.

(Ork Tides already ignore difficult terrain.)

- Note if you roll and need to remove more gretchin than are available then the unit does not ignore difficult terrain, and all the gretchin are removed.

### D2 Meat Shield (shooting benefits)

Gretchin naturally act as a screen as most shooting attacks take their casualties from the closest models. Note that majority toughness rules still apply as normal.

### D3 Overwhelming (assault benefits)

When assaulting the ork player can choose for any ork models with the available assault range to replace gretchin at the front of the combat. Remove any gretchin chosen as a casualty.

Note that most ork units have *Stikbombs (assault grenades)*, therefore it will be unusual to need to remove grets for the benefit of moving through difficult terrain.

- Note that if the number of slavers ever falls below the number of gretchin\* 10 then remove gretchin until this ratio is restored.
- Note 'look out sir' rolls and any other wound allocation like this may not be allocated to gretchin.
- Note if an ork unit falls back then all gretchin are removed as they scatter and hide. The slavers remain within the ork unit.

## **E) Belligerent Leaders**

*Ork characters of all sizes compete with each other for dominance. They fight with one another in conflicts of authority to lead from the front and display their reckless prowess.*

- Please note that for this section the word *Army Commander* acts as a substitute for the Games Workshop Rulebook term *Army Warlord*. This is to avoid confusion with the ork unit of the same name.

1. Lead From the Front
2. Get 'em
3. Stay in da Fight
4. Waaagh!

### E1. Lead From the Front

*Ork leaders will insist that they close on the enemy quickest while their inferiors follow.*

Within each group of orks the character with the most wounds must be designated as the 'leader'. This model must be deployed in the front rank of orks and always be in the rank facing the closest enemy. An ork unit will 'run' and models will hold back if required to ensure that the 'leader' moves to the front rank. If the 'leader' dies then another character will take their place until there are no more characters in the squad.

- Note characters with the same number of wounds can be tied for the role of 'leader' in which case the ork player chooses.
- Note if there are no ork characters in a group then the above does not apply.

## E2. Get 'em!

*An ork leader is single minded in his pursuit of the enemy.*

Ork characters in the role of 'leader' within an ork group gain the *Crusader* special rule. Ork characters in the role of 'leader' must always issue and accept challenges.

## E3. Stay in da Fight

*An ork leader will kill any cowards who run from his group.*

When an ork unit fails a leadership test of any type it does not fall back if it has a 'leader'. Instead a number of hits are inflicted on the squad equal to the number of points it lost the check by. These are at the base strength of the 'leader' with no AP value.

## E4. Waaagh!

*Great ork leaders can call upon the Waaagh! that infuses their army with resilience and bloodlust. Only slaughter can sustain the psychic momentum, while the leader's death ends the spell.*

If the ork player has nominated a Warboss or Warlord\* as his *Army Commander* then they may call upon a Waaagh! in any game turn. A Waaagh! lasts a minimum of one full game turn. While in play all ork units may re-roll their *feel no pain* rolls and orks count as having their boosted *furios charge* strength even if they have passed the first turn of combat. Units that already benefitted from a *feel no pain* re-roll gain +1 to the roll.

At the beginning of a new turn following a Waaagh! the ork player will consult the criteria below and add up his score. If the score equals or beats the turn number then the Waaagh! continues for this turn.

<u>Criteria</u>	<u>Score</u>	<u>Remarks</u>
An ork psyker manifested a psychic power with irrisistible force.	1	Cumulative.
An enemy unit was destroyed in combat.	1	Cumulative.
The <i>Army Commander's</i> unit destroyed an enemy unit in combat.	1	Bonus point to the above.
The <i>Army Commander</i> won a challenge.	1	

If the *Army Commander* is killed then the effects of the Waaagh! cease at the end of the phase which they died in.

## F) War-gear & Unit Amendments

The following war-gear and unit changes apply if using this supplement:

<u>Wargear</u>	<u>Points Cost</u>	<u>Notes</u>
<b>Bosspole</b>	5	When two ork groups mob up reduce the casualties inflicted on the falling back unit by one for each bosspole in both units.
<b>Iron Gob</b>	<i>Variable</i>	Gives the wearer the <i>Hammer of wrath</i> special rule. Costs 2pts for a model in 'eavy armour and 5pts for a model in Mega Armour.
<b>Turbo Boosta</b>	8	Purchasable by models in Mega Armour. Removes the <i>slow and purposeful</i> rule.
<b>Doc's Tools</b>	-	Give orks within 6" a 5++ Invulnerable Save only from close combat attacks.

<u>Unit</u>	<u>Points Change</u>	<u>Notes</u>
<b>Pain Boss</b>	-	May take weapons from the <i>Melee Weapons</i> list in Codex Orks.
<b>Meganobs</b>	plus 10	Plus 10 per meganob. Accounts for their resilience following <i>feel no pain</i> addition.
<b>Warlord</b>	plus 50	Upgrade on the Warboss. May only be taken in an ork army of over 2000pts. Each statistic is increased by one. Has the <i>Eternal Warrior</i> special rule. May purchase <i>It Will Not Die</i> for 25pts.